GallopRacer® 2003
A NEW BREED

EVERYONE

CONTENT RATED BY ESRB

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

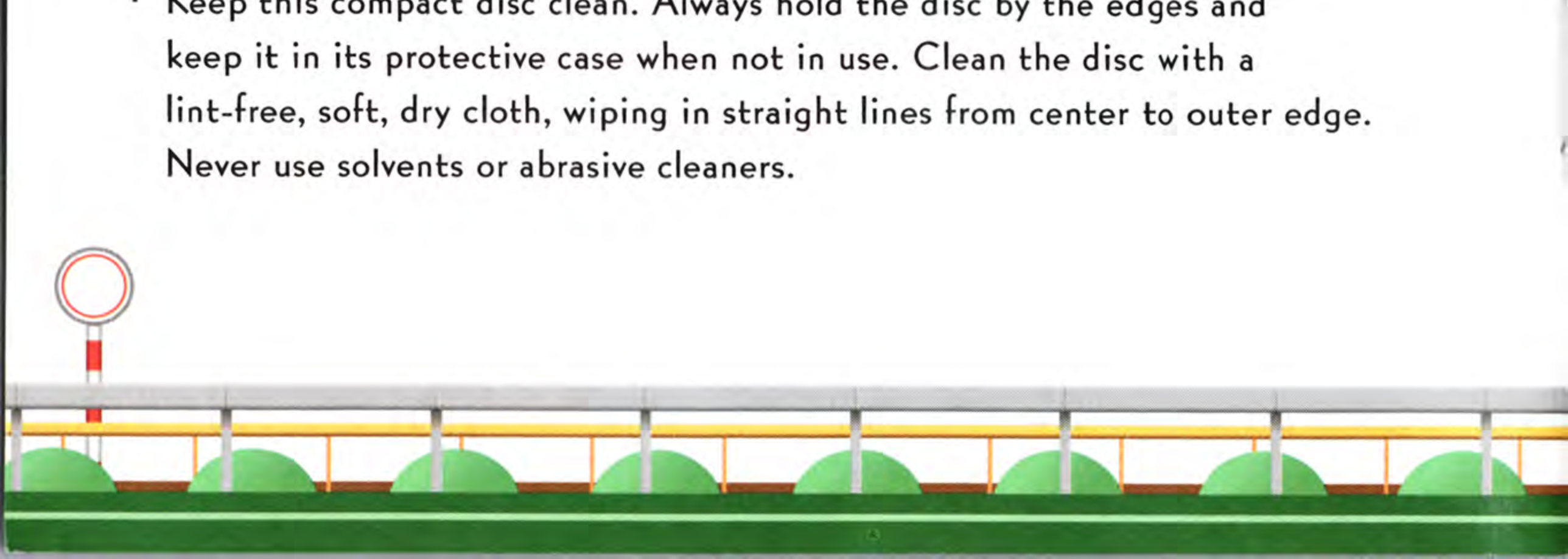
Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



Thank you for purchasing Gallop Racer® 2003: A New Breed for PlayStation®2. Please read this manual before starting the game.

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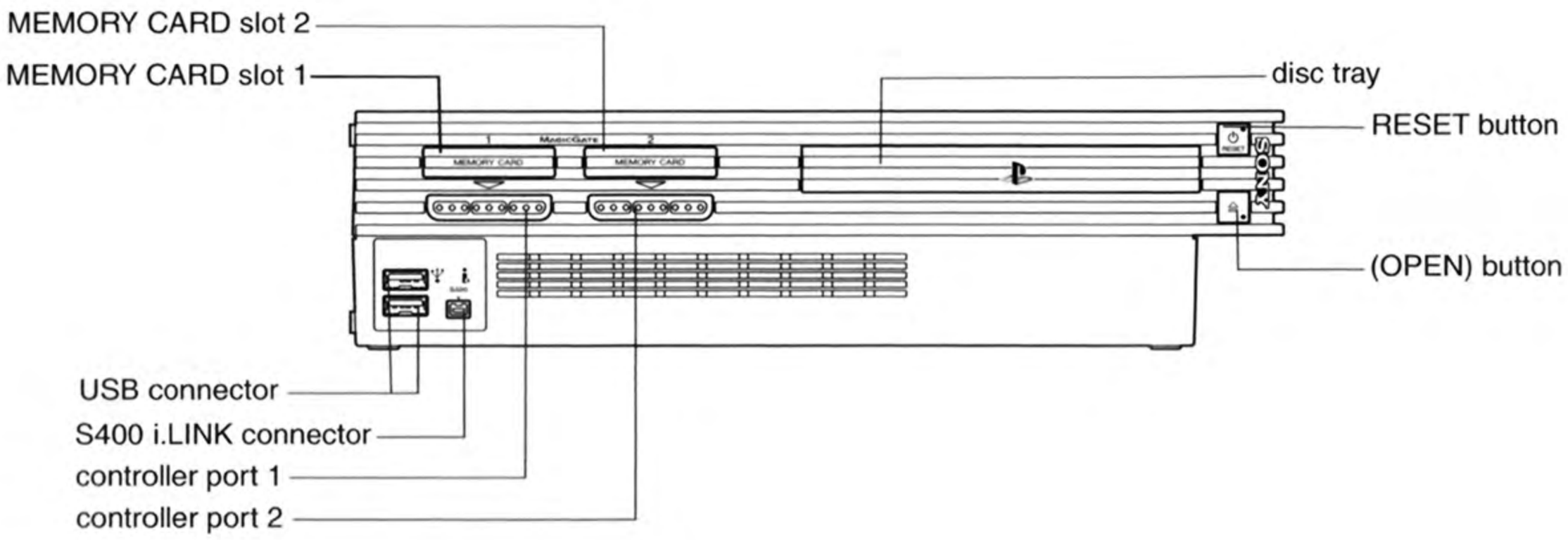
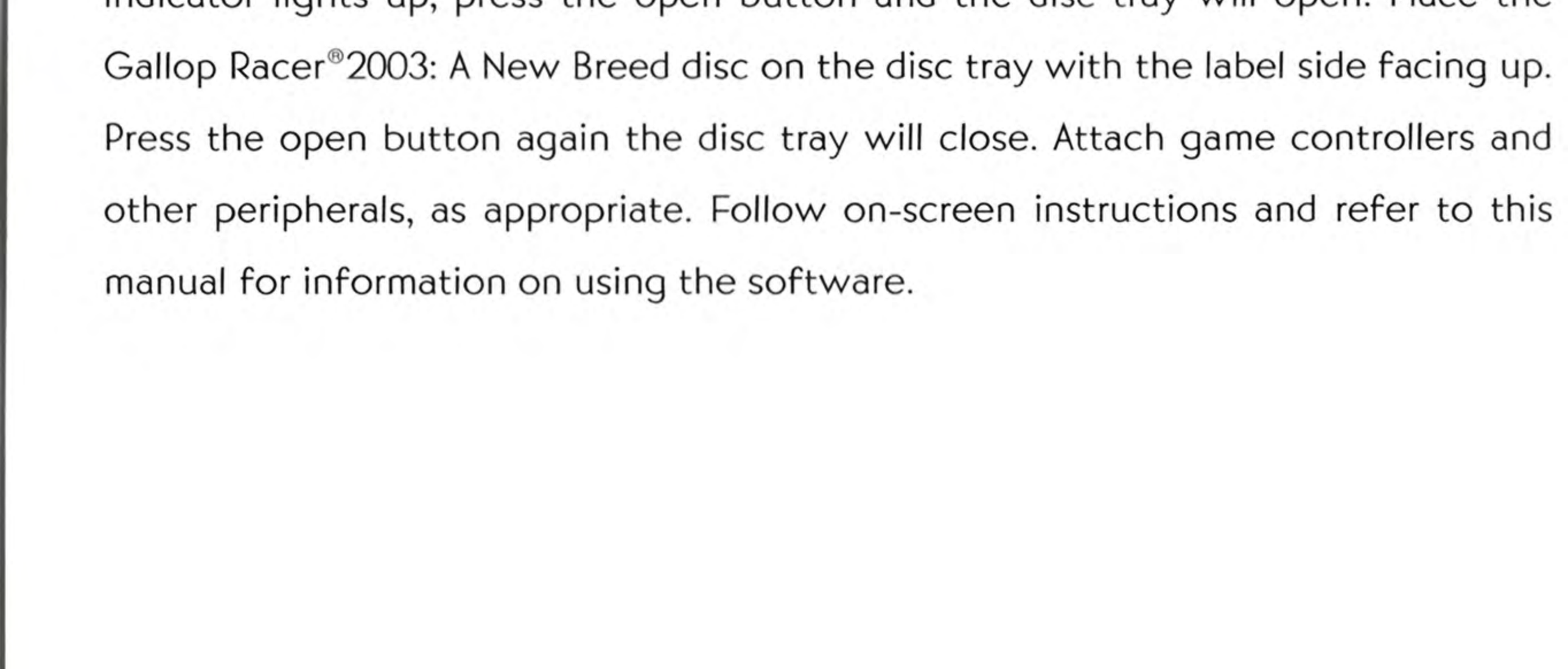
Getting Started

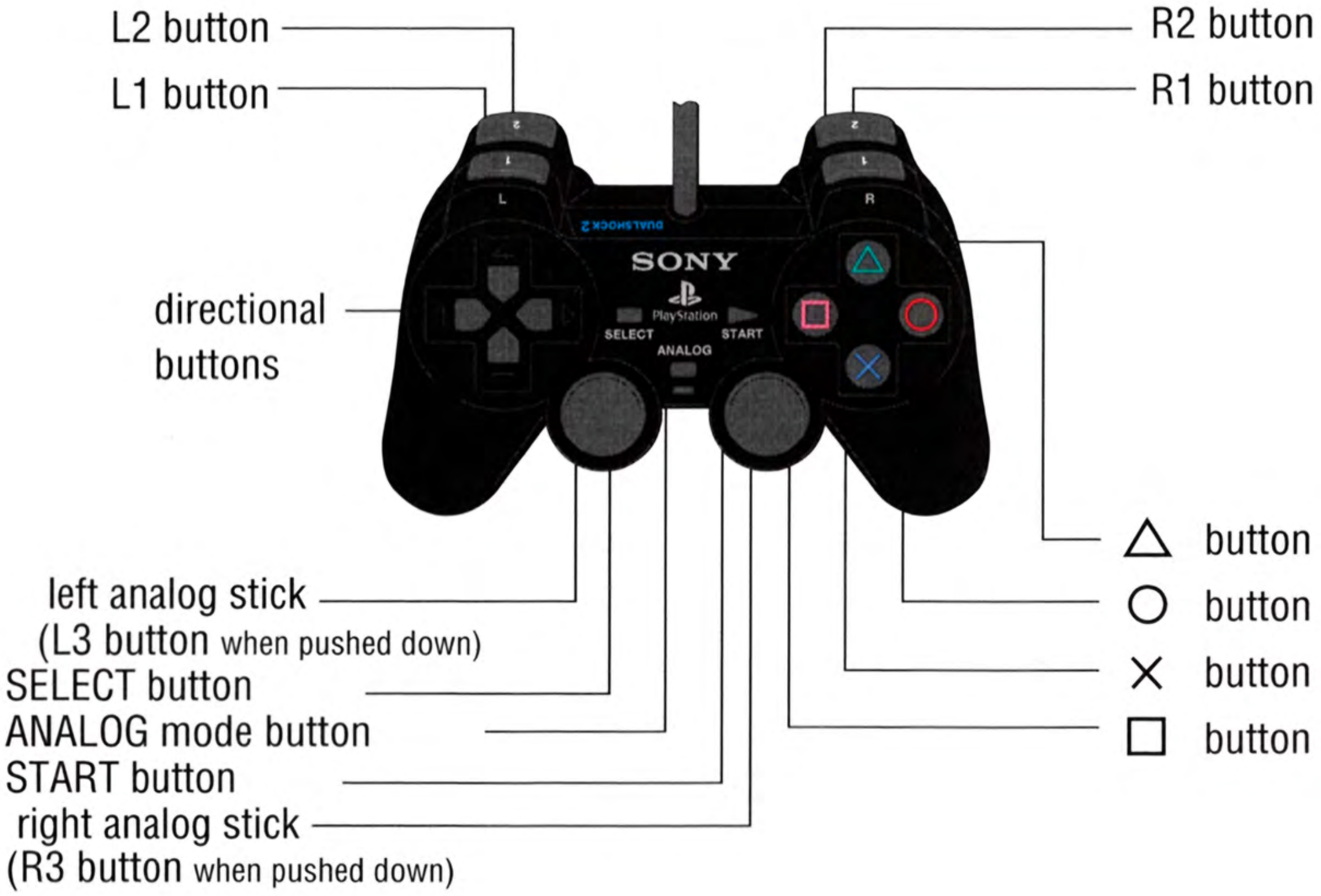


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Gallop Racer®2003: A New Breed disc on the disc tray with the label side facing up. Press the open button again the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



Starting up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



CONTROLS

This page explains the basic controls of Gallop Racer 2003: A New Breed.

DUALSHOCK®2 Analog Controller

Different functions are assigned to controls in the Menu and Race Screens. Try to learn these controls before starting your first race!

Press the whip buttons (○ and □ buttons) in rapid succession to unleash the Windmill Whip and send your horse flying. The Windmill Whip skill is essential in Season Mode.

- The ANALOG mode button is always on (indicated by the red LED) when playing the game.
- Vibration can be toggled ON/OFF in Options.
- The same controls apply for DUALSHOCK® Analog Controller.
- Hold down the START button and SELECT button for at least two seconds at any point in the game to reset the game and return to the Title Screen.

Racetime Controls

L1/R1 buttons
Look left/right.

directional button ↑
Accelerate (slightly).
Press repeatedly for sustained (slight) acceleration.

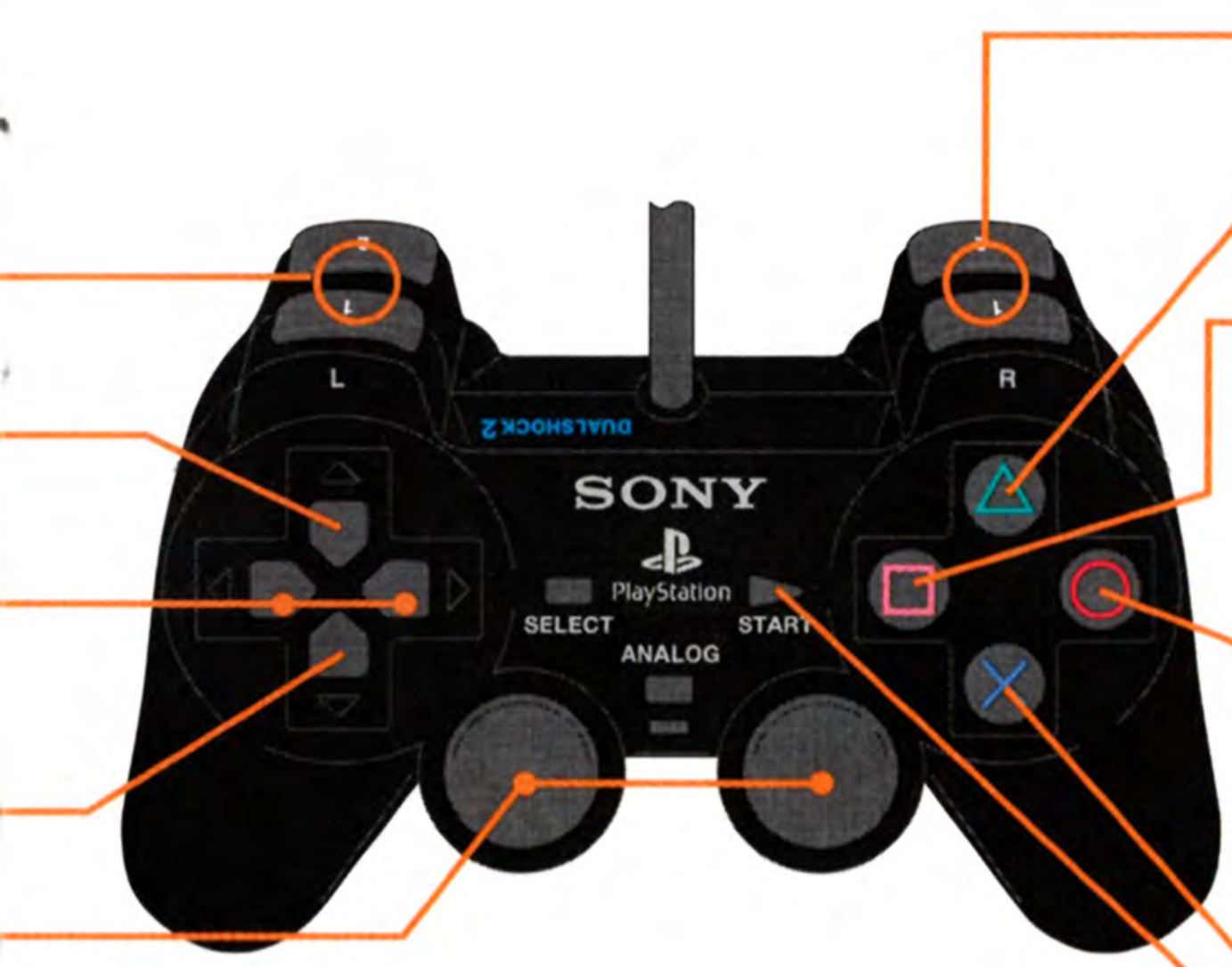
directional button ← →
Move right and left.
*You cannot move the horse right (left) when using the right (left) whip.

directional button ↓
Slows down.

Right/left ANALOG sticks
Glance back

Menu Screen Controls

directional buttons
Move cursor.



L2/R2 buttons
Switch target horse.

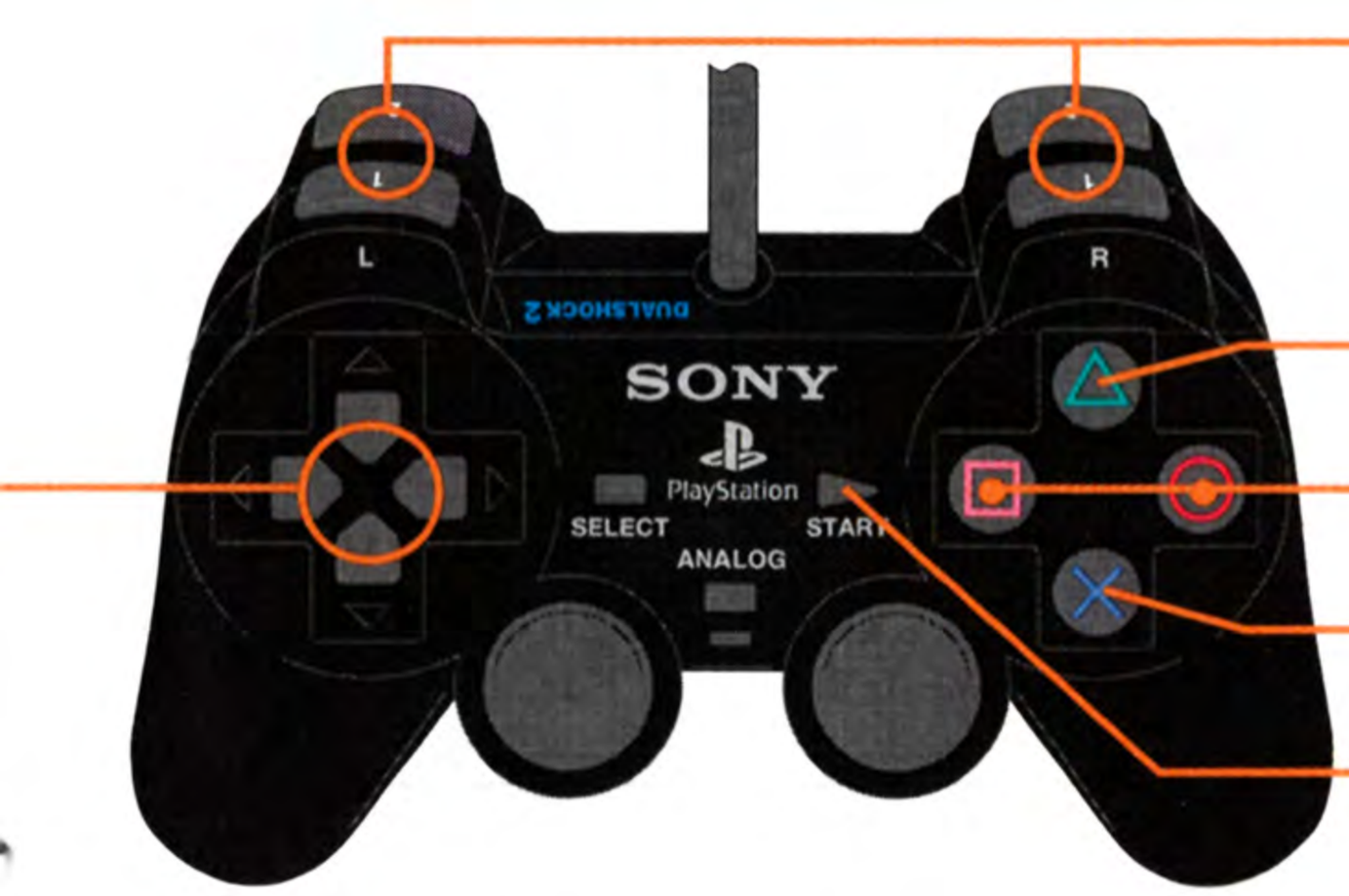
Triangle button
Change view.

Square button
When holding whip in left hand, whips left and causes horse to accelerate rapidly.
When holding whip in right hand, changes whip hand.
Press repeatedly to unleash the Windmill Whip for even faster acceleration.
(The Windmill Whip skill is essential in Season Mode.)

O button
When holding whip in right hand, whips right and causes horse to accelerate rapidly.
When holding whip in left hand, changes whip hand.
Press repeatedly to unleash the Windmill Whip for even faster acceleration.
(The Windmill Whip skill is essential in Season Mode.)

X button
Change whip hand.

START button
Pause.



L1/R1/L2/R2 buttons
Change page.

Triangle button
Cancel

O/□ button
Change data display.

X button
Select

START button
Pause.

Resetting the Game
Hold START button and SELECT button simultaneously for two seconds to reset the game and forcibly return to the Title Screen.

*ANALOG mode LED is always on.

GAME MODES

Starting the Game

Press the START button at the Title Screen to bring up the three menus. Choose either Season Mode or Free Mode and press the X button to begin play.

Season Mode

Acquire your own horses and compete in a wide variety of races in this season-based mode.

See "Season Mode" (page 7) for more information.

Free Mode

Select your favorite horses, races, weather and tracks in Free Mode!

See "Free Mode" (page 18) for more information.

Options

Configure a variety of options related to gameplay.

See "Options" (page 31) for more information.

SEASON MODE

Perfect your jockey technique as you race your horses, compete in world-famous races, and breed the next great racehorse in Gallop Racer's realistic Season Mode.

Other special features of Season Mode:

Breed a new generation of racehorses with the ones you've retired!
Expand training facilities to develop your most promising foals!

New Game

Create your alter (jockey) ego!

Jockey Select

Name

Silks

Difficulty

Once these options have been set, the game begins.

Load Game

Start where you left off in a previously saved game.

TRA Academy

Once you've created your character, it's time for school... Jockey school! Be sure to take notes, class: good grades in the Academy will give trainers more confidence in you when the season starts.

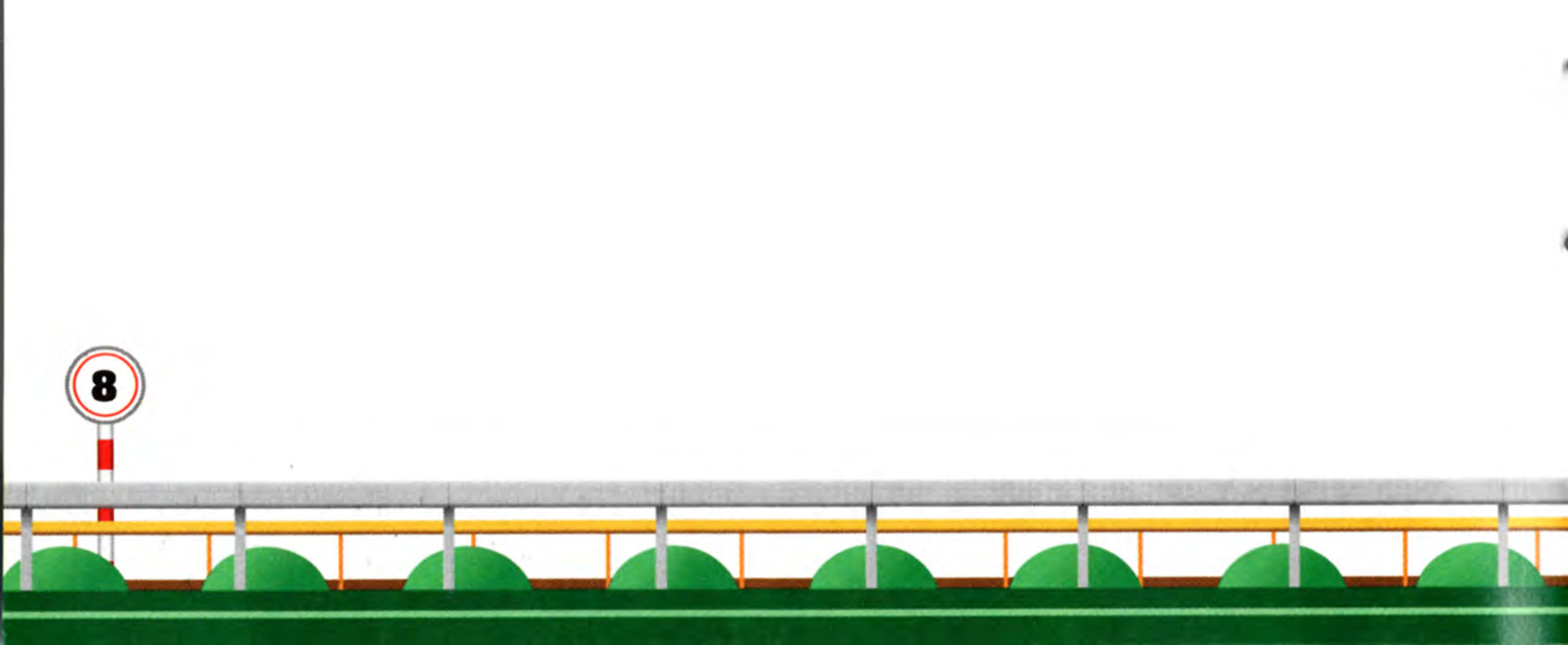
Welcome to the TRA Academy
This Week's Topic
Spit & Polish
Start
Harness its quirks!
A horse race is split into three parts: the start, the middle, and the home stretch.
Each one is important.
✕ NEXT

What To Expect

The TRA Academy introduces you to the basics of the start, the middle, and the homestretch through tutorials, practice, and tests. Pay close attention to the tutorials if you want high marks!

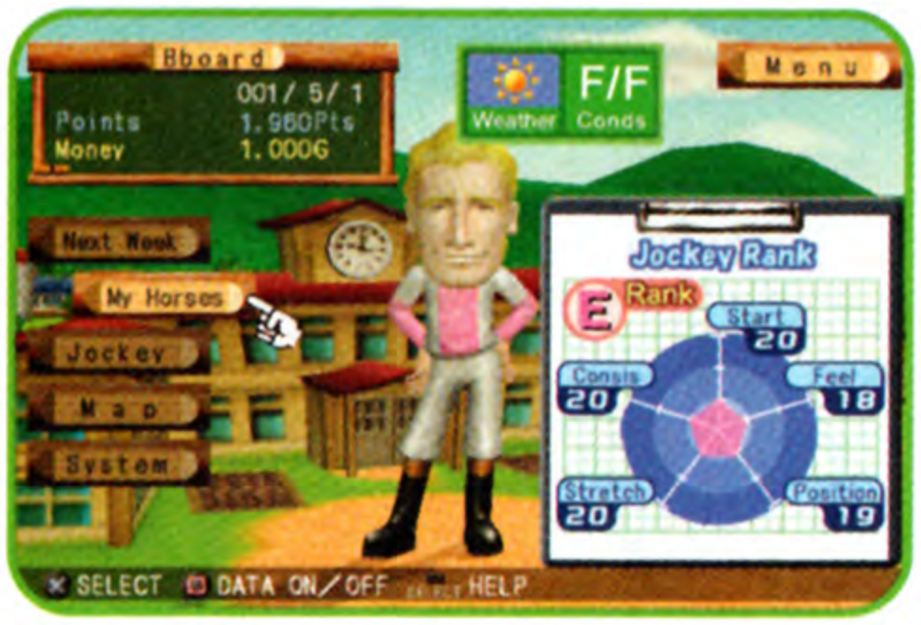
At the end of jockey school there is a mock race. Use everything you've learned and make your teacher proud!

After graduation, you may go back to school at any time through the Map Screen in Season Mode. If you can't quite get the hang of something, this might come in handy!



Main Menu

This is the main menu for Season Mode. Move the cursor with the directional button and use the X button to select.



Next Week

Continue to next week. Select "Next Month" to continue on to the next month. (If one of your horses is scheduled to race during that month, "Next Month" will move you forward to the week of the race.) If a race is scheduled, the "Next Week" display will change to "Race" and you will proceed to the scheduled race.

My Horses

Register your horses to races as you see fit.

Bboard
001/ 5/ 1 Rank E
Points 1,960Pts
My Horses
My Horses Name Rank Sex/Age Cond Next race
LOST SUN E F 8
Neg for Horse
SELECT BACK ENTRY HORSE DATA HELP

Jockey

View personal jockey information, from race statistics to jockey skills.

Map

Visit your training center, the pasture, the Hall of Fame, and other locations.

System

Save and load system files, change settings, or end the game.

Season Mode Settings:

After Vibration

Turn the racetime vibration function ON/OFF.

Race Meter

Show/hide the race meter.

Reg Rival

Load original horses to Season Mode as rival horses.

*The Help function can be accessed from any screen in Season Mode. Press the SELECT button to bring up the Help menu.

*You must have at least 920KB of free space to save Gallop Racer®2003: A New Breed data to the memory card (8MB) (PlayStation®2).
The memory card (8MB) (PlayStation®2) can be used in both MEMORY CARD slots 1 and 2.

My Horses

At the start of Season Mode, you will need to acquire a horse of your own. Get a horse that hasn't made its debut and start registering it to races! When the horse is ready to retire, you can even use it for breeding!

Bboard
001/ 5/ 1 Rank E
Points 1,960Pts
My Horses
My Horses Name Rank Sex/Age Cond Next race
LOST SUN E F 3
Neg for Horse
SELECT BACK ENTRY HORSE DATA HELP

Acquiring Horses

From the Main Menu, go to "My Horses" and select "Negotiate for Horse".

Select the horse you want and press the X button. Your abilities will be compared with the horse's level.

Bboard
001/ 5/ 1 Rank E
Points 1,960Pts
My Horses
Regular Special
Name Rank Age Turf/Dirt Distance Points
BRIGHT EARTH F3 Gt OK 9.0~13.0F 75,990
EMPTY TREATY C3 Gt Gd 7.0~10.0F 104,590
FRESH SOUL C3 Gd Gt 9.0~13.0F 98,090
ROUND SATURN C3 Gt Gd 8.0~12.0F 81,490
ALERT PLAN C3 Gt OK 10.0~15.0F 66,190
BEAUTY LOVE C3 Gt Gd 8.0~13.0F 59,190
BEST EXPERT C3 Gt Gd 8.0~11.0F 54,750
BLACK RUBY F3 Gt Gt 9.0~13.0F 73,870
DIVINE STEAL F3 Gt OK 8.0~13.0F 54,990
SELECT BACK HORSE DATA HELP

If your abilities are good enough, points will be deducted and the horse is yours!

My Horse Menu

Horse Data

Check your horse's data.

Register

Register your horse for a race.

Record

Shows your horse's race record.

Rboard
001 / 5 / 1 Rank E
Statistics
LOST SUN F3
MTS: 3 WIN: 1 PLC: 0 SHW: 1 (GIWIN: 0)
Earnings 2,600G
Recent
3YO 4/4 GIII SWEETPEA S T 9.0F 3/ 13(9)
Track Cond F/F Pace M i d Time/Margin 1:46.2 (0.6) 3F Time 35.4
Corner 4-2-2 First SAFETY MOVER
3YO 4/1 GIII MEMORY S T10.0F 4/ 11(3)
Track Cond F/F Pace M i d Time/Margin 2:01.7 (0.2) 3F Time 35.3
Corner 2-3-1 First SECRET MORNING
3YO 3/2 GIII ANEMONE S T 8.0F 1/ 13(3)
Track Cond F/F Pace M i d Time/Margin 1:35.8 (0.0) 3F Time 35.4
Corner 2-5-3 Second ELEMENTAL GIFT
TITLE BACK HELP

Set Regimen (Original horses only)

Set your horse's training regimen.

Retire

Retire your horse to breeding. If the horse is past its prime, it can be registered for breeding. Successful horses may be entered into the Hall of Fame.

Save Horse (Original horses only)

Save horse to memory card (8MB) (PlayStation®2).

See "Training" (page 14) for more information.

Breeding

Pair a sire and a broodmare in the pasture to create a foal (i.e., an original horse). Breeding is only possible in April.

Process

Select "Breeding" from the Pasture menu.

Select a sire

Select a broodmare

Confirm match

Use the comments given about the match to assess how good a pairing it is.

Training

Original horses can be trained once they've been sent to the stable. Both pre-debut and post-debut training are available.

Pre-Debut Training

Once you've sent a horse to the stable, you can train it once a month from January to June in Gallop Racer®2003: A New Breed's training minigame. The left and right analog sticks only are used in this minigame.

Follow the instructions that scroll down from the top of the screen. Timing is key. The points you earn (out of a possible 100) impact the training's effectiveness.

Speed	Train primarily for speed, staying power, and breaking
Stamina	Train primarily for stamina
Heart	Train primarily for heart and power
Temper	Train primarily for temper and range
Balance	Train for a balance of speed and stamina
Auto	Train automatically (less effective)

Post-Debut Training

Post-debut training is carried out automatically, following a training schedule set in advance. The year's training schedule can be changed each month, but each month's training can only be changed during the first week.

Speed	Train primarily for speed, staying power, and breaking
Stamina	Train primarily for stamina
Heart	Train primarily for heart and power
Temper	Train primarily for temper and range
Condition	Allow the horse to recover
Balance	Train for an overall balance

* Expanding the training center allows for more effective training in both pre- and post-debut training.

Buildings

TRA Academy

Here you can revisit lessons from the start of Season Mode as many times as you like. See "TRA Academy" (page 8) for more information. Register your horse for a race.

Hall of Fame

Take a look at some of the best horses that ever raced.

Info Office

Look at race programs, classifications, and other data.

Pasture

Breed horses and check on foals that haven't been sent to the stable yet.

Training Center

Help

Descriptions of the various training facilities.

Extend Center

Improve training facilities. It costs money to extend the training center, but provides new training options and increases training effectiveness.

Training

Practice training. Use this feature to avoid costly mistakes later on!

Characters

These are a few of the colorful characters you'll meet in Gallop Racer®2003: A New Breed.

Jockeys

Natalie Thompson

Thoroughbred Girl

Born: March 3, 1984
Blood Type: A
A true 'thoroughbred', Natalie rode her jockey father's coattails into the world of high society. Losing her father at a young age made Natalie more sensitive than most, and she tends to get emotional when negotiating for horses.

Kate Dean

Art Rider

Born: July 7, 1983
Blood Type: B
Kate got into horseracing as a hobby, but her natural talent has earned her the world's respect. Having started from scratch, she's a little jealous of the well-connected Natalie.

Austin Turner

Speeding Bullet

Born: May 5, 1984
Blood Type: O
Austin followed his love of horses into a career as a jockey, then rode his overwhelming passion to the top of the racing world. His energetic style has earned him countless fans. Actually not that well-off, he lives with his 9-year-old kid brother.

Duncan Collins

The Legend

Born: October 10, 1948
A 35-year veteran of the tracks, Duncan is known for his consistency and his nerves of steel.

FREE MODE

In this highly flexible mode, you pick the horses, race, weather, and track. Free Mode features 1-player, 2-player, and race-viewing options. Up to ten race setting files may be saved to the memory card (8MB) (PlayStation®2). Load saved data by selecting "Load Data" from the Free Mode Main Menu. And feel free to use the "Load Data" feature to import original and modified horses!

Free Mode Main Menu

Players
Select 1P, 2P, or "View Race".

Difficulty
Set the race difficulty level.

Random
Let the CPU decide the race settings and skip ahead to the Pre-Race Screen by setting this option to "ON".

Races
Set the number of races for 2 player mode. This option cannot be set in 1P and "View Race" modes.

Register
Load original horses into Free Mode from the memory card (8MB) (PlayStation®2).

See "Load Rival" (page 10) for more information.

1 Player Races

Race against computer-controlled horses in this mode.

Setting Up the Race

Select 1P from the Free Mode Main Menu and select "Next". If Random is "ON", the CPU will handle all other settings (race, horses, weather, and track) and send you to the Pre-Race Screen.

↓

Select a race.

↓

Select a horse.

Free Mode
Select Horse
Regular
Name Rank Sex Leg type T D Distance
ABSURD ANGEL F Prodr Gt OK 9.0~14.0F
BEST BRIDGE F Front Gd Gt 9.0~13.0F
BRIGHT EARTH F Prodr Gt OK 9.0~13.0F
DIVINE FLYER F Front Gt OK 10.0~14.0F
EAGER SAINT F Mid Gt OK 7.0~11.0F
EAGER JUDGE F Prodr Gt OK 9.0~13.0F
FAR REASON F Mid Gt OK 8.0~12.0F
FRUGAL LARK F Prodr Gt Pr 8.0~12.0F
HOLY RECEPTION F Front Gd Gt 6.0~10.0F
SELECT
BACK
SEARCH
HORSE DATA
HELP

↓

Set the track and weather and select "Race."

Pre-Race Screen

Check race settings.

2 Player Races

In head-to-head races, the screen is split as players fight for the title of top jockey.

Setting Up the Race

Normal Race

Select "2P" from the Free Mode Main Menu.

↓

Set the total number of races in which to compete and select "Next."

↓

Select the first race.

↓

Choose horses.

↓

Configure the weather and track and select "Race."

Random Race

Select "2P" from the Free Mode Main Menu.

↓

Set Random to "ON".

↓

Set the total number of races in which to compete.

↓

CPU sets race, horses, weather, and track and proceeds to the Pre-Race Screen.

↓

Select "Race."

Viewing Races

Enjoy the horseracing experience from the comfort of your living room!

Setting Up the Race

Select "View Race" from the Free Mode Main Menu and select "Next". Set Random to "ON" if you want the CPU to set the race, horses, weather, and track.

Select Race.

Configure weather and track and select "Race".

UNDERSTANDING HORSE DATA

The Horse Data Screen lets you take a closer look at your horse. Use the right and left buttons to page through the data.

Traits

Parameters

Speed	The horse's top speed.
Staying Power	The horse's ability to hold a fast pace.
Stamina	Race-long stamina.
Power	Strength on inclines and in tough races.
Breaking	How quickly the horse can accelerate.
Range	Range of speed the horse can run comfortably.
Temper	Speed out of the gate and discipline through the race.
Heart	The horse's will to win down the stretch.
Response	The horse's responsiveness to the reins.
Health	The horse's ability to recover from fatigue.
Horse Name	GR means "Original Horse"
Rank	Horse's current rank
S/A	Horse's sex and age. C: Colt (male) F:Filly (female)

Course Preferences

Preferences for turf and dirt.

Gt	Great
Gd	Good
OK	OK
PR	Poor

Distance

The range of distances the horse can run comfortably.

Leg Type

The horse's preferred position.

Lead: Prefers to lead
Front: Front of the pack
Pack: Middle of the pack
Follow: Back of the pack

Growth Type

Indicates when the horse will reach it's peak.

Abilities

Abilities refer to horses' special traits, and come in two types: latent abilities, which must be activated by a special riding style during the race, and auto abilities, which take effect automatically.

Abilities List

A list of abilities that appear in the game. Use these abilities for maximum advantage!

Frontrunner ..... Races well when leading the pack by a large margin.
Closer ..... Races well when overtaking horses around the final corner.
Free ..... Races well even when out of position.
Inflexible ..... Cannot race out of position.
Spurt ..... Excels when spurting from the back of the pack to the front in the stretch.
Loses Will ..... Easily distracted after taking lead around last corner.
Last Corner Leader ..... Performs well after taking lead around the last corner.
Stretch Burst ..... Shows a tremendous burst of speed to the finish line when happy throughout race.
Likes Pack ..... Comfortable running with the pack.
Hates Pack ..... Upset when caught in a crowd.
Tough ..... Unfazed by bumping.
Delicate ..... Easily upset by bumping.
Grit ..... Excels going head-to-head with another horse to the finish line.
Slow pace OK ..... Races better in slower races.
Slow pace NG ..... Races poorly in slower races.
Fast pace OK ..... Races better the faster the pace.
Fast pace NG ..... Races worse the faster the pace.
Gate Rocket ..... Accelerates faster than usual after a good start.
Close Race OK ..... Excels in close races.
Close Race NG ..... Performs poorly in close races.
From Outside ..... Gives an impressive spurt on the outside after staying toward the back during the race.
Inside Attack ..... Performs well when overcoming horses on the inside in the stretch.
Whip ..... Accelerates faster than usual when whipped at the start of the race.
Solo Runner ..... Performs well when more than two lengths in the lead.
Second Wind ..... When leading the pack all race long, further separates from the pack in the final stretch.
Last to First ..... Explodes in the stretch when trailing through the race.
Bears ..... Bears right and left when stamina runs out.
Strong Heart ..... Whip Gauge falls slower than other horses' in the stretch if horse still has stamina.
Southpaw ..... Races well on counterclockwise courses.
Counter-clockwise NG ... Races poorly on counterclockwise courses.
Flats Master ..... Races well on flat ground.
Comeback ..... Runs well after a long break.
2nd Race Slumper ..... Slumps after a good showing in the first race after a long break.
Stubborn ..... Sprints uncontrollably when spooked.
Early Foot ..... The start is sometimes very easy.
Late Foot ..... The start is sometimes very difficult.
Comeback NG ..... Can't race as well as usual after a long break.
Impost OK ..... Not fazed by a heavy impost.
Impost NG ..... Affected by a heavy impost.
Big Race OK ..... Races better than usual in big races (GI).
Big Race NG ..... Races worse than usual in big races (GI).
Likes Outside ..... Races comfortably with high post position.
Dominator ..... Stays in great condition when raced frequently.
Dominate NG ..... Tires out when raced frequently.
Back-to-Back OK ..... Resilient racing back-to-back weeks.
Slow Track OK ..... Races well on wet tracks.
Slow Track NG ..... Races poorly on wet tracks.
Tight NG ..... Affected by the centrifugal force of tight corners.
Tight OK ..... Unfazed by the centrifugal force of tight corners.
Summer OK ..... Performs well in the summer.
Summer NG ..... Performs poorly in the summer.
Winter OK ..... Performs well in the winter.
Winter NG ..... Performs poorly in the winter.
Straight OK ..... Performs well in straight races.
Sure Thing ..... Always a crowd favorite.
Large Field NG ..... Performs poorly in races with many competitors.
Rough Track OK ..... Performs well even in rough track conditions.
Rough Track NG ..... Races poorly in rough track conditions.
Fillies OK ..... Performs well in fillies-only races.

RACING

Paddock

Take a look around the paddock for a better idea of what you're up against!

Horses
Check the odds and leg types of other horses.

Paddock
Check on each horse individually.

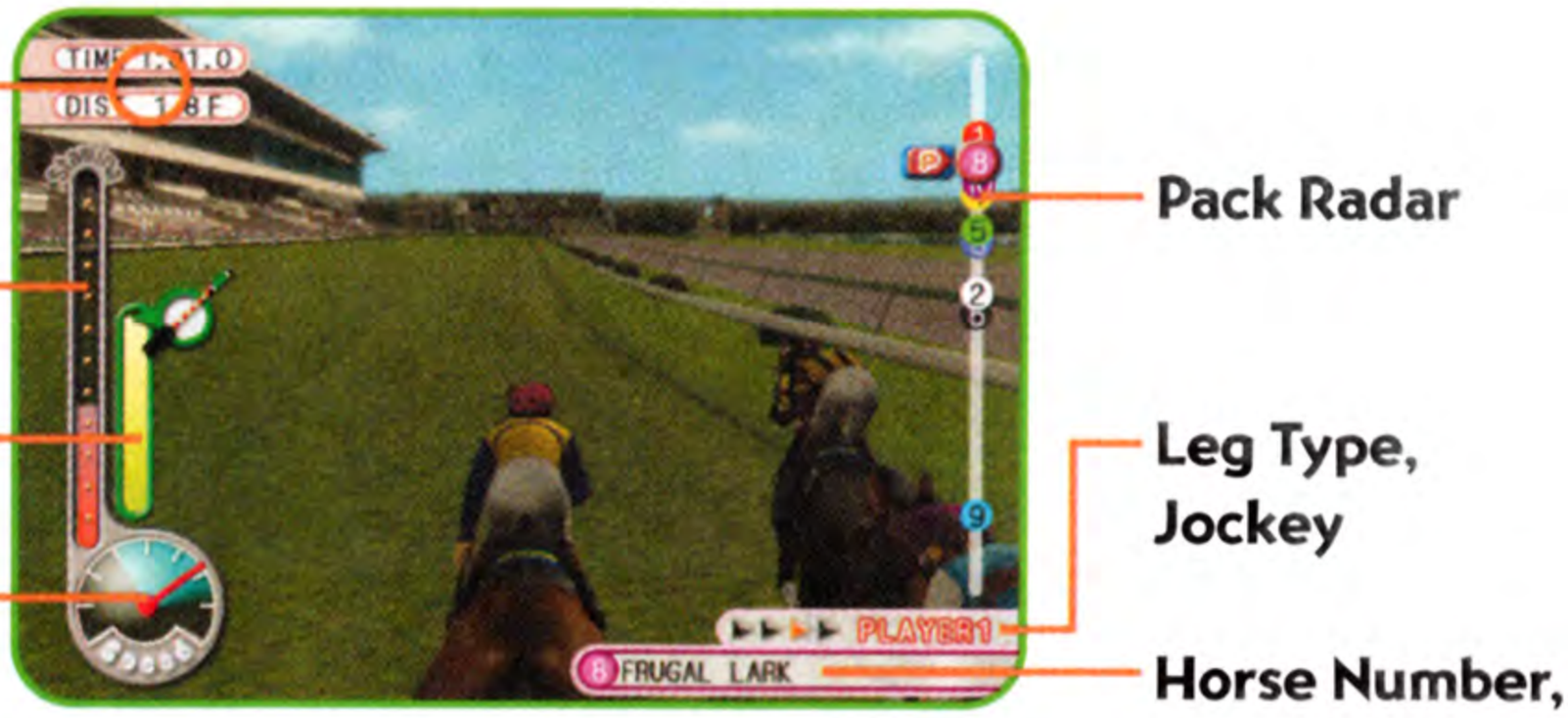
Horse Data
Check up on your horse(s).

Bet (Season Mode only)
Place wagers on this race.
See "The Betting System," (page 30) for more information.

Race
Proceed to race.

The Race Screen

The Basics



Current Time and Distance Remaining

Shows the current time and the distance remaining. You'll find this information especially valuable in the stretch.

Stamina Remaining

Shows how much race stamina is left. Remember, you'll need to save some stamina for the end!

Speedometer

Shows your horse's current speed. The blue region is where the horse is most comfortable.

Pack Radar

Keep an eye on the horses around you, shown by number. Most useful when taking position.

Whip Gauge

This gauge appears in the stretch. The more you whip, the lower it drops. Hold back on the whip and the gauge will gradually recover.

Continuing to whip when the gauge is empty will not only upset the horse, but will also cause stamina to drop rapidly. Instead, try using ⬆ on the directional button to push the horse forward.

Horse Name, Number, Leg Type and Jockey

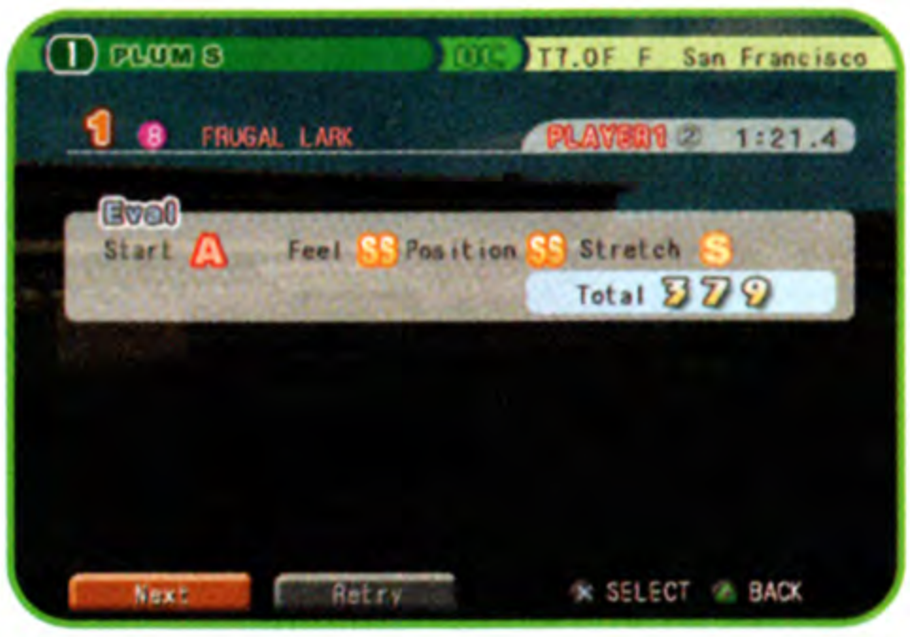
Shows the horse name, number, leg type and jockey of the horse targeted on the radar. At the beginning of the race, your own horse is targeted. To look at other horses' data, use L2 and R2.

Start Screen

The start meter appears while your horse is still in the gate. Use the X button to stop the needle. The closer the needle stops to GOOD, the better your start will be. If the needle stops in BAD, you will find yourself a step behind the pack.

Jockey Evaluation

Following the race, your performance in four areas (start, relationship, position, and stretch) will be ranked from SS to D and an overall score will be given. Use this evaluation to determine which areas need work.



Saving Replays

Save your favorite replays for future viewing! To watch a replay, select "Replay Room" from Options.

Jockey Tips

Start

A good start to the race is critical if you want to win, especially for horses that like to lead and in short-distance races. Do your best to start well and ease yourself into ideal position. You have three seconds after the Start Meter appears to stop the needle. Remember, practice makes perfect.

Relationship and Position

In the middle of the race, keeping your horse happy and getting the proper position take top priority. The happier your horse is, the more effortlessly it can race. Conversely, the more upset it is, the faster stamina will drop. In Gallop Racer 2003, maintaining a speed in the blue region of the speedometer will keep your horse happy.

Position refers to your position relative to everyone else. Which position is best for the horse depends on its leg type. A horse which prefers to lead should be at the very front. A horse that likes the front should be in second or third place. Horses that like the middle should be at or just behind the middle, and horses that follow should be toward the back.

Sometimes, especially in fast- and slow-paced races, you may find it difficult to both keep your horse happy and get ideal position. In such cases, should you press for position or prioritize the horse? It's your call. But keep your horse and your surroundings in mind as you make your choice.

The Stretch

Even if everything so far has been perfect, you're still not out of the woods! Timing in the stretch is essential. Think of the 3 furlongs mark as the base point for breaking out the whip. For a slower pace, earlier might be better. For a faster race, later may be best.

Latent Abilities

Some horses have special abilities.

See "Understanding Horse Data" (page 22) for more information.

Some abilities are activated when certain conditions are met in the course of the race. Knowing what it takes to bring out that ability can give you an edge on the rest of the pack. But remember: not all abilities are created equal, and there are some abilities you might never want to activate...

Revolution

If you enter the stretch having ridden a perfect race, the horse's abilities will be at their maximum. Running into another horse will return your horse to normal.

THE BETTING SYSTEM

In Season Mode, you have the option of placing bets on races you appear in. Money earned and lost betting affects your Season Mode funds, so this can be a great opportunity to get some extra cash!

3 YOUNG MILE CUP
G1
BETTING
BALANCE
9000
WAGER
1000
BET
BET SLIP
BACK
WIN PLACE SHOW
1 LOST SAINT 5.0 2.9 1.2
2 CELTIC DAVID 6.0 3.8 2.1
3 SPECIFIC KICK 20.1 13.4 8.1
4 BLITZEN 12.1 5.5 3.3
5 TRIBAL RUN 21.0 9.0 5.8
6 LEGAL DOLPHIN 57.2 26.4 16.2
7 BIG OPAL 24.9 11.1 6.7
8 DANDY SPRINTER 13.3 6.0 3.9
9 BLUES BIRD 1.2 0.4 0.1
10 FORMAL STAGE 6.8 4.3 2.5
11 LOST SUN 14.3 6.6 3.9
12 GRAVE BREEZE 12.1 5.0 3.3
13 RUNAWAY ENDING 23.3 10.7 6.5
14 LEGAL QUEST 22.6 10.4 6.3
SELECT CHANGE ODDS

Betting

Select "Bet" from the Betting Menu to choose a type of bet.

After choosing the type of bet, first select the horse number(s) you want to bet on and then the amount to bet.

There are six types of bets to choose from:

WIN	Bet on a horse to win.
PLACE	Bet on a horse to place in the top two.
SHOW	Bet on a horse to place in the top three.
QUINELLA	Bet on which horses will place in the top two (order does not matter).
EXACTA	Bet on which horses will place in the top two (order matters).
TRIFECTA	Bet on which horses will place in the top three (order matters).

Bets can be bought in boxes!

A "box" allows you to bet on all possible combinations for up to five horses.

Bet Slip

Review the wagers you've placed.

After the Race

If your chosen horse wins, after the race you'll earn money based on the odds and size of your wager.

OPTIONS

Configure game settings. Settings are saved to the system file when you exit Options.

System Files
Save and load system files.

Managing Horses
Copy and delete original horses created in Season Mode.

Game Settings
Change game settings.

Vibration (1P/2P) ON/OFF
Race Meter ON/OFF
Revolution ON/OFF
Show Abilities ON/OFF
Stereo/Mono
Background Music and Sound Volume
Listen to Music from Gallop Racer®2003

Controller Type
Change racetime controller type.

Replay Room
View replay files saved to your memory card (8MB) (Playstation®2).

GALLOP RACER®2003: A New Breed
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   Our office is in operation from 9:00 a.m. to 4:00 p.m. Pacific Time, Monday through Friday.
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